AMENDMENT AND RESPONSE UNDER 37 CFR § 1.116 – EXPEDITED PROCEDURE
Serial Number: 09/893,187
Filing Date: June 27, 2001
Title: SYSTEM AND METHOD FOR OVER THE AIR PROGRAMMING

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IN THE CLAIMS

Please amend the claims as follows.

1.-9.   (Canceled)

10.   (Currently Amended) A method of providing computer code to programmable memory of a remote device, using a wireless communication technique, the method comprising:

> downloading a code segment and storing the code segment in a first
>
>> memory;
>
> initiating a reboot of the remote device;
>
> during the reboot, detecting that code has been downloaded to the first
>
>> memory; and
>
> burning the code segment into the programmable memory.

11.   (Canceled)

12.   (Original) The method of claim 10 wherein the remote device is a cellular phone and wherein the code segment is downloaded across a cellular phone network.

13.   (Original) The method of claim 10 wherein the remote device is located on a mobile platform.

14.   (Original) The method of claim 10 wherein the remote device is located on a vehicle.

15.   (Original) The method of claim 10 wherein the programmable memory is selected from the group consisting of: an EPROM, and EEPROM, and a flash memory.

16.   (Original) The method of claim 10 wherein the code segment is transmitted as a plurality of packets.

17.   (Original) The method of claim 16 further comprising combining the plurality of packets into a complete code segment and detecting the presence of the complete code segment.

18.   (Previously Presented) A method for programming computer code at a remote platform having a local computer, the local computer including a flash memory, the method comprising:

>   receiving a plurality of computer code packets, wherein the plurality
>   computer code packets are provided by wireless transmission;
>   storing the plurality of computer code packets in a memory of the local
>   computer, wherein the plurality of computer code packets
>   comprise the computer code;
>   recognizing reception of a complete copy of the computer code at the local
>   computer;
>   shutting down and rebooting the local computer;
>   burning the received computer code into the flash memory;
>   erasing the stored computer code from the continuous memory; and
>   restarting the local computer.

19.   (Original) The method of claim 18 wherein the remote platform is a mobile platform.

20.   (Original) The method of claim 18 wherein the mobile platform is a vehicle.

21.   (Original) A method for updating computer code in a remote computer, comprising:

>   downloading a plurality of messages, each of the plurality of messages
>   comprising a segment of the computer code;
>   storing the downloaded computer code in non-volatile memory;
>   detecting when a complete set of the computer code comprising a
>   complete set of the plurality of messages have been downloaded;

rebooting the remote computer;

starting a computer code burn in process, comprising:

    (i)   assembling the complete set of the computer code into a continuous memory,

    (ii)   burning the computer code into a flash memory of the remote computer;

    (iii)   deleting the stored computer code from the non-volatile memory; and

    (iv)   rebooting the remote computer.

22.   (Original) The method of claim 21 wherein the remote platform is a mobile platform.

23.   (Original) The method of claim 21 wherein the mobile platform is a vehicle.

24.-27. (Canceled)

28.   (Currently Amended) A system for programming of computer code in a local computer having a flash memory, the system comprising:

    a central location that distributes updated computer code to the local computer using a plurality of computer code packets over a wireless transmission medium;

    a receiver at the local computer that receives the updated computer code;

    a non-volatile memory at the local computer that stores the updated computer code;

    a detection module at the local computer that detects when all required computer code packets have been stored, and initiates a reboot process;

    a [[an]] burner program that checks the non-volatile memory for all required computer code packets, assembles the computer code packets into computer code, burns the computer code into the flash

memory, and erases the computer code from the stored updated

computer code from the non-volatile memory; and

a reboot program that reboots the local computer after burning the

computer code into the flash memory.

29.   (Original) The system of claim 28 wherein the local computer is located on mobile

platform.

30.   (Original) The system of claim 29 wherein the mobile platform is a truck.

31.-34. (Cancelled)

35.   (Previously Presented) An apparatus that provides programming of a host processor, the

apparatus comprising:

        means for receiving software by wireless transmission;

        means for burning in the received software; and

        means for rebooting the processor.

36.   (Original) The apparatus of claim 35, wherein the means for burning in the received

software, comprises:

        means for verifying that a complete package of the software is received;

                and

means for signaling when the complete package is received, wherein the means for burning in

burns the complete software package into a flash memory of the processor.

37.   (Previously Presented) A method of providing computer code to programmable memory

of a remote device, using a wireless communication technique, the method comprising:

        downloading a code segment and storing the code segment in a first

                memory;

        initiating a reboot of the remote device;

detecting the presence of downloaded code during reboot; and

burning the downloaded code segment into the programmable memory.

38.   (Previously Presented) The method of claim 37 wherein the presence of downloaded code is detected at a prespecified memory address of the programmable memory.

39.   (Previously Presented) The method of claim 37 wherein the remote device is a wireless platform.

40.   (Previously Presented) The method of claim 37 wherein the remote device is a wireless mobile platform.

41.   (Previously Presented) The method of claim 40 wherein the mobile platform is a vehicle.

42.   (Previously Presented) The method of claim 37 wherein the code segment is transmitted as a plurality of packets.

43.   (Previously Presented) The method of claim 42 further comprising combining the plurality of packets into a complete code segment and detecting the presence of the complete code segment.

44.   (Previously Presented) A method for programming a computer with computer code on a remote platform, the method comprising:

> receiving a plurality of wirelessly transmitted computer code packets;
> storing the plurality of computer code packets in a first memory of the
> > local computer;
> recognizing reception of a complete copy of the computer code at the local
> > computer;
> shutting down and rebooting the local computer;
> detecting the presence of the received computer code during reboot;

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burning the received computer code into non-volatile memory of the

computer;

erasing the stored computer code from the first memory; and

restarting the local computer.

45.   (Previously Presented) The method of claim 44 wherein the remote platform is a mobile
platform.

46.   (Previously Presented) The method of claim 45 wherein the mobile platform is a vehicle.

47.   (Previously Presented) A method for updating computer code in a remote computer,
comprising:

downloading a plurality of packets, each of the plurality of packets

comprising a segment of the computer code;

storing the downloaded computer code in non-volatile memory;

detecting when a complete set of the computer code comprising a

complete set of the plurality of messages have been downloaded;

rebooting the remote computer;

detecting the presence of the downloaded computer code at a specified

memory location;

starting a computer code burn in process, comprising:

(i)   assembling the complete set of the computer code into a

continuous memory,

(ii)   burning the computer code into a flash memory of the

remote computer;

(iii)   deleting the stored computer code from the non-volatile

memory; and

(iv)   rebooting the remote computer.

48.   (Previously Presented) The method of claim 47 wherein the remote platform is a mobile platform.

49.   (Previously Presented) The method of claim 47 wherein the mobile platform is a vehicle.

50.   (Previously Presented) A processor on a mobile platform, the processor capable of being updated using software received wirelessly, the processor comprising:

flash memory adapted to allow a software update to be burned in;

a detection routine that detects when a complete software update is received at the processor;

a reboot routine that directs a reboot when the detection module detects the complete software update;

an assembly routine that assembles software packets comprising the complete software update;

a decompression routine that decompresses compressed software packets;

a validation routine that error checks the software packets; and

a programmable memory burner routine that burns the software update into the flash memory.

51.   (Previously Presented) A mobile platform comprising:

a receiver that receives software packets comprising a software update;

flash memory adapted to allow the software update to be burned in;

a detection routine that detects when a complete software update is received;

a reboot routine that directs a reboot when the detection module detects the complete software update;

an assembly routine that assembles software packets comprising the complete software update;

a programmable memory burner routine that burns the software update into the flash memory; and

a global positioning system providing location information for the mobile platform.

52.   (Previously Presented) The method of claim 10 wherein the remote device contains selected non-updateable software modules, and wherein the memory burner routine may not update such software modules.

53.   (Previously Presented) The method of claim 52 wherein the burner routine is a non-updateable software module.

54.   (Previously Presented) The method of claim 10 and further comprising receiving packets not related to the software update between wireless reception of the software packets.

55.   (Previously Presented) The method of claim 10 and further comprising allowing the remote device to cancel reception of the software update.